

# Action Mode Functions

Check marks indicate the functions available for each Action mode — Basic, Standard or Advanced. If there is no check mark under a particular mode, that function is controlled by the computer.

Basic  
Standard  
Advanced

- ✓ ✓ ✓ **Audibles:**  
Press and hold button **B** before the snap, then hold the joystick up, down, left, or right, and release button **B**. To call a fake audible, press and release button **B** before the snap while leaving the joystick centered.
- ✓ ✓ **Break tackle:**  
When the player has the ball, press button **B** to try a stiff arm or spin move.
- ✓ ✓ **Dive:**  
Press button **A** with the joystick pushed in the direction you want to dive.
- ✓ ✓ **Fair catch signal:**  
On punt returns and kickoffs, press button **B** while the ball is in the air. You may still move your player to avoid catching the ball after pressing **B**.
- ✓ ✓ **Kicking:**  
The angle bar (left side) will start moving up and down. Press button **A** to select the angle of the kick. The aiming cursor (top window) will start moving left and right. Press button **A** to stop the aiming cursor at the desired point. Standard mode kicks automatically after 10 seconds.

Basic  
Standard  
Advanced

- ✓ ✓ **Leap:**  
Press button **A** with the joystick centered to leap straight up.
- ✓ ✓ **Pass — check-off:**  
Press button **B** to enter Passing mode and select the first receiver on the checking list. Press button **B** to select the next receiver. After the last receiver on the list, you can press button **B** again to select the sideline (throw pass away).
- ✓ **Pass — timed:**  
Press button **B** to enter Passing mode and select a pre-assigned pass location. Press button **B** again to exit passing mode.
- ✓ ✓ **Pass — bullet:**  
While in Passing mode, briefly press button **A** to throw a bullet pass.
- ✓ ✓ **Pass — lob:**  
Hold button **A** longer to throw a lob.
- ✓ ✓ **Receiving:**  
Between the time the pass is thrown and the time it reaches the catch zone, you may take control of the receiver by pressing button **B**.

Basic  
Standard  
Advanced

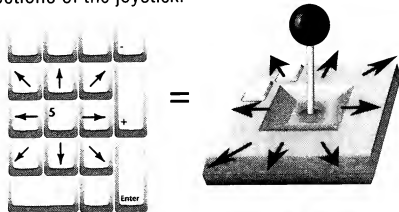
- ✓ ✓ ✓ **Snap ball:**  
Press button **A**.
- ✓ ✓ **Switch player:**  
*Before the snap:* On defense press button **A** until the cursor appears over the desired player.  
*After the snap:* Press button **B** to switch to the player closest to the ball or catch zone.
- ✓ ✓ ✓ **Time-out:**  
*Before the snap:* Press and hold button **B** then press button **A**.
- ✓ ✓ **Downing the ball:**  
After catching a punt or kickoff you may down the ball for a touchback by pressing button **B** if your ball carrier is still in the endzone.

# FOOTBALLPRO

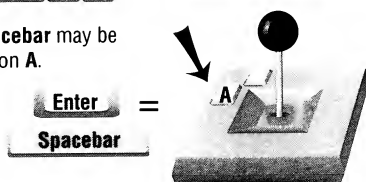
## GAME PLAY QUICK REFERENCE

### Keyboard & Joystick Equivalents

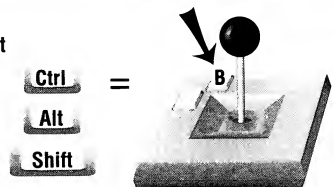
The keypad keys correspond to the eight directions of the joystick.



**Enter** or **Spacebar** may be used as button **A**.



**Ctrl**, **Alt**, or **Shift** may be used as button **B**.



Mouse control is only available on menu screens and in the Play Editor, not during on field action.

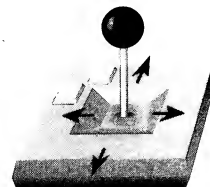
### Keyboard Command Keys

<b>Esc</b>	Quit & save game, quit practice
<b>F1</b>	Access Game Settings screen
<b>F5</b>	Toggle player numbers on/off
<b>F6</b>	Screen capture
<b>O</b>	Behind offense view
<b>D</b>	Behind defense view
<b>J</b>	Calibrate joysticks
<b>S</b>	Toggle sound effects on/off
<b>P</b>	Pause game
<b>N</b>	Toggle yard numbers on/off
<b>H</b>	Toggle shadows on/off
<b>M</b>	<i>On Field:</i> Toggle hash marks on/off
<b>M</b>	<i>Menus:</i> Toggle music on/off
<b>G</b>	Toggle goal posts on/off
<b>C</b>	Toggle stadium (crowds) on/off
<b>T</b>	Toggle field texture on/off
<b>1 - 8</b>	Change camera (view)
<b>0 (zero)</b>	Overhead toggle on/off
<b>+/-</b>	Overhead view zoom in/out
<b>Backspace</b>	Restart play in practice

### Audible Defaults

Offensive audible default settings:

Joystick Up — Pass: Deep  
Joystick Down — Pass: Short  
Joystick Left — Run: Outside  
Joystick Right — Run: Inside  
Joystick Centered — Fake



Defensive audible default settings:

Joystick Up — Pass Coverage: Man to Man  
Joystick Down — Pass Coverage: Zone  
Joystick Left — Run Coverage: Outside  
Joystick Right — Run Coverage: Inside  
Joystick Centered — Fake

### Play Editor Hot Keys

<b>L</b>	Load	<b>F</b>	Flip
<b>S</b>	Save	<b>R</b>	Return
<b>P</b>	Print	<b>O</b>	Options

### Playcall Screen

To switch playgroup rows, hold button **B** and move joystick up/down. To call a time out hold button **B**, then press **A**.

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